

NEO GEO HEROES

~Ultimate Shooting~

TM

The logo for 'Neo Geo Heroes Ultimate Shooting' is located in the top left corner. It features the words 'NEO GEO' in a stylized font above the word 'HEROES' in a large, bold, yellow-to-orange gradient font. Below 'HEROES' is a red banner with the text '~Ultimate Shooting~' in white. A small 'TM' trademark symbol is positioned to the right of the banner.

INSTRUCTION MANUAL

The background of the cover art depicts a group of anime-style female characters in various outfits, some holding weapons, standing on a blue and white futuristic vehicle. In the foreground on the right, a large character with long, flowing cyan hair and green eyes is shown in a dynamic pose, wearing a dark blue and black suit with a red and white visor. The background features a large blue planet and a bright sun or moon in a dark blue sky.

 WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
 - Avoid prolonged use of the PSP™ (PlayStation®Portable) system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP™ system's wireless network feature to off when using the PSP™ system on trains or in other crowded locations.

If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.

Prologue

This is a story of a group of warriors who were renowned as "Heroes" in their respective eras. "Who among them is the strongest?" Long ago, a certain scientist created a time machine to answer this question. His name was Dr. Brown Sugar. He was a brilliant scientist, who had been dreaming about heroes for all of his life.

Finally the Doctor's dream had come true as a group of heroes from all across time and space gathered to fight their biggest battle yet. But in the midst of battle, the evil organization "The Damned" appeared and tried to use the power of the heroes for its own good. The organization soon crumbled, but the good Doctor feared that a second or even a third group of "The Damned" might appear, so he sealed his time machine and, with that, his own dreams.

— 15 years have passed since then.

On the brink of total annihilation, a remnant faction of The Damned has seized control of Dr. Brown's time machine, and has started appearing in the past. That's right, in the very past when The Damned were still at the height of their prosperity!

The past, the future, and the present. The Damned are doing everything in their power to spawn evil in every single era. And soon the ultimate bionic weapon will be complete...

"We need the power of true Heroes to restore harmony to all of time!!"

Dr. Brown, fearing that the time machine might be used for even more heinous crimes, has gathered a group of righteous Heroes with the power to vanquish Evil, and has dispatched them to all altered eras. To pinpoint the single time period where the source of all evil is hiding, and to restore peace to this world...

Character Introduction

This game contains a colorful cast of SNK characters, taken from many different NEOGEO titles. These are the 10 characters you will be able to play as.



Mysterious Girl



Akari Ichijou



Athena Asamiya



Terry Bogard



Mai Shiranui



Iroha



Marco Rossi



Kyo Kusanagi



Iori Yagami



Kula Diamond

BASIC CONTROLS — PSP™

(when under default control settings)

Move character / menu cursor



BASIC CONTROLS — PSP™ (PlayStation®Portable) go

(when under default control settings)



Getting Started (Main Menu)

Press the START button at the Title Screen to display the Main Menu below. You can choose from 6 modes.

◆ STORY MODE

Play the main story with only 1 player.

◆ CHALLENGE

There are 2 types of Challenge Modes available: Missions (Subject Mode) and Boss Attack (Survival Mode).

◆ MULTI PLAY

Use Ad hoc Mode to play with 2 players.

◆ SKY STAGE

Play the Arcade Game "KOF SKY STAGE" (single player only)

◆ MUSEUM

View illustrations, listen to BGM and check your ranking.

◆ OPTIONS

Change the button configuration and other settings, or save / load your game.



▲Main Menu screen

Getting Started (Saving your data)

You can save / load your game data and option settings by using a "Memory Stick Duo™" or "Memory Stick PRO Duo™" (sold separately).

Please note that you need at least 320KB of free space on your "Memory Stick Duo™" or "Memory Stick PRO Duo™".

How to Play

These are the controls for your vessel during the main story (single player). All controls reflect the default settings.

◆ **Directional button / Analog stick : Move your vessel**

◆ **○ button : Shoot** Fires a normal shot. Hold down the button to keep firing normal shots automatically.

◆ **× button : Special attack** Hold down the × button when your Special Gauge is full to increase your power. Release the button once you've reached the desired level to release a Special attack of that level (you cannot fire any normal shots while holding down the × button). You will not be able to use any Special attacks anymore until the gauge has filled up again. There are 3 different Special attack levels, and each character has his / her own unique effects.

◆ **□ button : Taunt** When you're in a neutral position and not doing anything, you can press the □ button to perform a taunt. Using a taunt will make enemies attack more aggressively and will fill a Boss's Special Gauge to MAX during Boss fights. Taunting is a risky thing to do, but it has the merit of clearing enemy fire when you are in a pinch.

◆ **△ button : Bomb** Use this to erase enemy bullets and deal damage at the same time. You only have a limited amount of bombs at your disposal.

Story Mode (Starting the Game)

This is the main story mode for only 1 player. Depending on which character you choose, stages will branch out differently and the story will unfold in a unique way.

[F]Main Menu : Select "Story Mode" from the Main Menu.

[F]Settings : Set the difficulty, infinity and play side. Press the directional buttons **↑↓** to choose a category and press the directional buttons **←→** to change the setting.

- Difficulty** : choose from 5 difficulty levels.

- Infinity** : choose ON to prevent your vessel from taking damage by enemy attacks. However, your results will not be included in the rankings.

- Play Side** : choose if you want to start on the 1p side or the 2p side.

- Start** : Select this button to move on to the Stage Select screen.

[F]Stage Select : Choose from which stage you want to start the game. At the start of the game you will only be able to choose Stage 1-A. Once you clear each stage, you will be able to decide where you go next.

[F]Character Selection : Choose which character you want to control from 10 charismatic heroes.

[F]Start Game!!

Story Mode (The Game Screen)



① **Score** : Shows your current score.

② **Health Gauge** : Shows the player's health (life). When the gauge reaches zero, the game will be over.

③ **Bomb Stock** : Shows how many bombs you have stocked.

④ **Special Gauge** : Shows the energy required to perform Special attacks. Using a Special will drain the gauge, but it will fill up again over time.

⑤ **Special Duration Gauge** : This gauge will appear when you use a Special attack with a lasting effect. The effect will last until the gauge reaches zero.

Story Mode (Score System)

To get as high a score as possible, you need to make use of the following bonuses.

- ◆ **Bonus Items & Range Bonus** : Every enemy will drop a bonus item when it is destroyed. The amount of items is fixed per enemy, and you will receive more valuable bonus items for destroying enemies from up close (Range Bonus). There are 3 ranks: GED ➡ NED ➡ 100 MEGA, the higher the rank the more points you get.
- ◆ **Combo Bonus** : After blowing up an enemy, try to defeat the next enemy within a certain time limit to create a combo. The combo count will be added to your score.
- ◆ **Boss Crush Bonus** : The boss at the end of each stage has a health gauge that consists of multiple levels. Every time you deplete 1 level, you will get a Boss Crush Bonus. The amount of points you'll get is based on how quickly you managed to drain the Boss's health gauge after starting the battle.



Story Mode (Pause Menu)

Press the START button during the game to bring up the below Pause Menu.

- ◆ **Continue** : Exit the Pause Menu and continue playing.
- ◆ **Restart** : Restart the game from the beginning.
- ◆ **Back to Menu** : Quit the game and return to the Settings Menu.

Story Mode (Continue)

When your health gauge is depleted, the game will be over and the continue counter will appear. Press the START button before the counter reaches zero if you want to continue playing.

Story Mode (Clearing a stage)

Each time you clear a stage, the Branch Screen will be brought up and you can choose which stage you want to tackle next. You can choose either of 2 stages.



Challenge Mode

There are 2 kinds of challenges: Subject Mode, where you have to clear specific missions, and Survival Mode, where you have to stay alive through consecutive Boss fights.

Choose "Challenge" in the Main Menu and then select which mode you want to play.

- ◆ **Subject Mode** : This mode tests the player's skill. Clear the mission set for each stage to earn points.
- ◆ **Survival Mode** : This mode tests how long you can last on a single health gauge. Blast through all Boss characters in a row!

Challenge Mode (How to Play Subject Mode)

1 **Challenge Select** : Choose "Subject Mode".

2 **Settings** : Press the directional buttons $\uparrow \downarrow$ to choose a category and press the X button to confirm.

● **Subject Data** : Check the mission settings for each stage and view your current play data.

● **Play Side** : Use the directional buttons $\leftarrow \rightarrow$ to choose if you want to start on the 1P or 2P side.

● **Start** : Move on to the Character Selection screen.

3 **Character Selection** : Choose which of the 10 characters you want to use.

4 **Start mission!!** : When you successfully complete the mission and clear the stage, the Branch Screen will be brought up and you will get to choose which stage you want to tackle next.

Challenge Mode (How to Play Survival Mode)

■Challenge Select : Choose "Survival Mode".

■Settings : Press the directional buttons **↑↓** to choose a category and press the directional buttons **←→** to change the setting.

●**Rank Select** : Choose the Boss difficulty from 3 levels.

●**Play Side** : Choose if you want to start on the 1P or 2P side.

●**Start** : Press the **X** button to move on to the Character Selection

■Character Selection : Choose which of the 10 characters you want to use.

■Start Boss Attack!! : When your health gauge is depleted, the game will be over.



Sky Stage Mode

This single player mode will allow you to play the Arcade Game "KOF SKY STAGE" outside of the main story.

About "KOF SKY STAGE"

Your favorite characters from the KOF series are here to show off their shooting skills!

You can play as any of 6 characters: Kyo Kusanagi, Athena Asamiya, Iori Yagami, Kula Diamond, Mai Shiranui or Terry Bogard.

In addition to the Normal Shot, each character has his / her trademark special moves and taunts, so prepare yourself for a shooting game that packs a punch!



Sky Stage Mode (Story Outline)

A long time ago, Orochi, bent on destroying mankind, was sealed away by 3 people called "The Divine Vessels". But through repeated organizing of the KOF tournament by the secret syndicate NESTS, the seal became affected, little by little...

Soon after, KOF contestants and other fighters all over the world started vanishing. One of the Divine Vessels, Chizuru Kagura, has sensed that with the disappearances Orochi's seal has started to weaken.

Someone is taking the fighters into the dimension Orochi was banished to, in order to use their spirit energy to break the seal from within.

Chizuru has decided to call all trustworthy KOF warriors in an attempt to rescue the fighters that were taken to the other dimension.

And now - the battle takes to the skies!

Sky Stage Mode (How to Play Sky Stage)

Choose "Sky Stage" in the Main Menu and follow the same procedure as in Story Mode to start the game. In "KOF SKY STAGE" the controls for your vessel, the game screen, the score system and the continue system are similar to those in the main story, so please refer to pages 13 - 15.

Museum Mode

In this mode you can view artwork from the game, listen to BGM and check your rankings. Select "Museum" from the Main Menu to get the following 3 options.

- ◆ **Gallery** : View illustrations, endings you've obtained and character profiles.
- ◆ **Music** : Listen to BGM used in the game.
- ◆ **Ranking** : Check your rankings in Story Mode, Challenge Mode and Sky Stage Mode.

Museum Mode (Gallery)

Enter the Gallery and you'll be offered the below 3 choices. Press the directional buttons **↑↓** to choose a category and press the **X** button to confirm. **The contents of the Gallery are unlocked by getting good results in Survival Mode.**

- **Illustration** : Look at illustrations and concept art for each character. Choose which character you want to view. While viewing artwork, press right on the analog pad button to zoom in, and left to zoom out.
- **Ending** : View any endings you've obtained. Choose which ending you want to see.
- **Profile** : View the story and background data for each character. Choose which character's profile you want to watch.

Museum Mode (Music)

Proceed to Music to listen to BGM using "BGM Select".

Press the directional buttons $\uparrow\downarrow$ to select a track and press the X button to play it.

The contents of Music are unlocked by getting good results in various game modes.

Museum Mode (Ranking)

Select Ranking to be given the below 4 choices. Press the directional buttons $\uparrow\downarrow$ to choose a category and press the X button to confirm.

Press the **L** / **R** buttons to change between Ranking pages.

Please note that if you have the "Infinity" option set to ON, your score in Story Mode and "KOF Sky Stage" will not be recorded in the Rankings.

●Story Mode :

shows the total ranking and character ranking for Story Mode.

●Subject Mode :

shows the total ranking and character ranking for Subject Mode.

●Survival Mode :

shows the total ranking and character ranking for Survival Mode.

●KOF Sky Stage :

shows the total ranking and character ranking for "KOF Sky Stage".



Options

Here you can change the control configuration and other settings, as well as save / load your game. Choose "Option" in the Main Menu to display the following options.

- ◆ **Game Setting** : Go to the Game Settings screen.
- ◆ **Config** : Go to the Config screen.
- ◆ **Screen Setting** : Go to the Screen Setting screen.
- ◆ **Save / Load** : Go to the Save / Load screen.

Options (Game Settings)

Change the settings for the default number of lives and bombs, score, and volume. Press the directional buttons $\uparrow \downarrow$ to choose a category, press the directional buttons $\leftarrow \rightarrow$ to change the setting, and press the X button to confirm.

- **Lives** : Adjust the default number of lives (1~5).
- **Bombs** : Adjust the default number of bombs (1~5).
- **Extend** : Adjust the score required to earn bombs.
- **Volume** : Adjust the volume settings for BGM, sound effects & voices.
- **Score Reset** : Reset Ranking data.



Options (Config)

Choose or customize your control type, or return the controls to the default settings. Press the directional buttons $\uparrow\downarrow$ to choose a category and press the X button to confirm.

- **SIDE MODE** : Choose or customize your control type. Press the directional buttons $\leftarrow\rightarrow$ to choose from 3 types (A~C), or select CUSTOM and press the X button to confirm. Use CUSTOM to set the controls to your own preferences.
- **VERTICAL MODE** : Choose or customize your control type. Press the directional buttons $\leftarrow\rightarrow$ to choose from 2 types (A / B), or select CUSTOM and press the X button to confirm. Use CUSTOM to set the controls to your own preferences.
- **Default** : Return the controls to the default settings.



Options (Screen Settings)

Change the size of the game screen, the way to hold your PSP™ system and the wallpaper type during gameplay.

- **Screen** : Change the size of the game screen and the way to hold your PSP™ system.
Choose from : **Type-A** (Normal size & horizontal) **Type-B** (Wide & horizontal)
Type-C (Normal size & vertical) **Type-D** (Wide & vertical)



Type-A



Type-B



Type-C



Type-D

- **Wallpaper** : Set the background wallpaper.
Choose from TYPE-A ~D.

Options (Save / Load)

Change the auto save setting and save / load your game data.

Press the directional buttons **↑↓** to choose a category and press the **X** button to confirm.

- **Auto Save** : When set to ON, the game will save automatically during gameplay.
- **Save** : Save current play data.
- **Load** : Load previously saved data.



Multiplayer Mode (playing with 2 players)

If you have 2 PSP™ systems and 2 copies of the game, you can play the game competitively or cooperatively with 2 players.

Requirements

**2 PSP™ (PlayStation®Portable) systems with
"NEOGEO HEROES - Ultimate Shooting -" installed.**

- ◆ This game supports Wireless LAN (Ad hoc Mode).
Use Ad hoc Mode to connect two PSP™ systems together and enjoy competitive or cooperative gameplay.
This game does not support online gameplay over the Internet.
- ◆ Set the Wireless LAN switch to ON before using Ad hoc Mode.
- ◆ If the connection is cut off during Ad hoc Mode play because you are too far removed from your opponent, the game will end automatically.

Things to keep in mind for 2P mode

- ◆ When playing with 2 players, the Host player has to change the game settings for competitive and cooperative play.
- ◆ When playing competitively you can choose from 10 player characters.
However, the rules for controlling your character differ from the main game.
- ◆ YOU CAN ONLY PLAY CO-OP IN "KOF SKY STAGE" MODE.
This also means that for Co-op Gameplay only 6 characters are available.

Multiplayer Mode (playing with 2 players ①)

- ① **Boot up the game** : Boot up the game on both PSP™ systems, and press the START button at the Title Screen.
- ② **Select Multiplayer Mode** : When the Main Menu comes up, choose "Multi Play" on both systems.
- ③ **Select Host / Client** : Choose who will be the Host and who will be the Client. Select from the below options. Please note that the Host player will be on the 1P side, and the Client player will be on the 2P side.
 - **Multi Play Host** : You will be the Host, arrange the settings and wait for an opponent to join.
 - **Multi Play Client** : You will make contact with a Host and search for an opponent to play a competitive or cooperative game.
- ④ **Arrange game settings (Host Side)** : The player who chooses to be the Host will get to decide the Game settings. Press the directional buttons **↑↓** to choose a category and press the directional buttons **←→** to change the setting.
 - **Game Mode** : Choose whether you want to play competitively or cooperatively. Choose "Versus" to play a competitive game, choose "Co-op" to play a cooperative game. If you choose "Co-op" you will get to play "KOF SKY STAGE".

Multiplayer Mode (playing with 2 players ②)

- **Difficulty** : Choose from 5 difficulty levels (only affects co-op play).
- **Infinity** : Choose ON to prevent your vessel from taking damage. This will affect both competitive and cooperative gameplay.
- **VS Round** : Set the number of rounds you need to win for competitive play (1/2/3).
- **Set on** : Press the X button to confirm the settings and wait for the other player.
- ③ **Search for another player (Client Side)** : The player who chooses to be the Client has to access the Host after the Game Lobby screen appears. When you've found another player, the Host has to choose "Accept" before you can begin the game.
- ③ **Start the Game** : Choose your favorite warrior from 10 characters for competitive play or 6 characters for cooperative play and you can begin the game!



The above instructions assume that both players are starting a new game together. Please note that this game does not allow you to start competitive or cooperative gameplay under different circumstances, or for example joining the other player's game midway during play.

Multiplayer Mode (Competitive gameplay ①)

These are the differences between competitive play and the gameplay in the main story / co-op mode.

Rules for Victory

- ◆ Basically, you will be facing off against the other player. The player who manages to win the set number of rounds first will be victorious!
- ◆ The winner for each round will be declared depending on how far each Judgment Gauge is filled.
- ◆ The player who manages to fill the Judgment Gauge to MAX first will be the winner.
- ◆ If the battle has not been decided before the boss character is destroyed, the player who has the highest Judgment Gauge at the end of the stage is declared the winner.

How to Play (in default settings)

During competitive gameplay, the controls are slightly different from the main game and co-op play.

Directional button / Analog stick : Move your vessel [1]

○button : Shoot ×button : Special [2] △button : Guard [3]

- ① Quickly tap the directional buttons or rapidly move the analog stick to perform a side-step.
- ② You can attack the other player with your Special only during competitive gameplay (if your opponent gets hit, he/she will be stunned for a while). Use the side-step to avoid getting hit by Special attacks.
- ③ The guard function only works against Special attacks. You cannot guard any attacks from standard enemies or bosses.

Multiplayer Mode (Competitive gameplay ②)

The Game Screen

① **Character Panel** : Shows the player character's face.

② **Victory Mark** : This will light up when you win a round.

③ **Judgment Gauge** : Victory will depend on how far this gauge is filled. Fill up your gauge by doing any of the following:

- Stay at a higher position on screen than your opponent
- Obtain Bonus Items
- Hit your opponent with a Special attack
- Guard your opponent's Special attack

(however, holding the guard button down continuously will decrease your gauge)

④ **Special Gauge** : Indicates the energy needed for Special attacks. Using a Special will drain the gauge, but it will fill up again over time.

